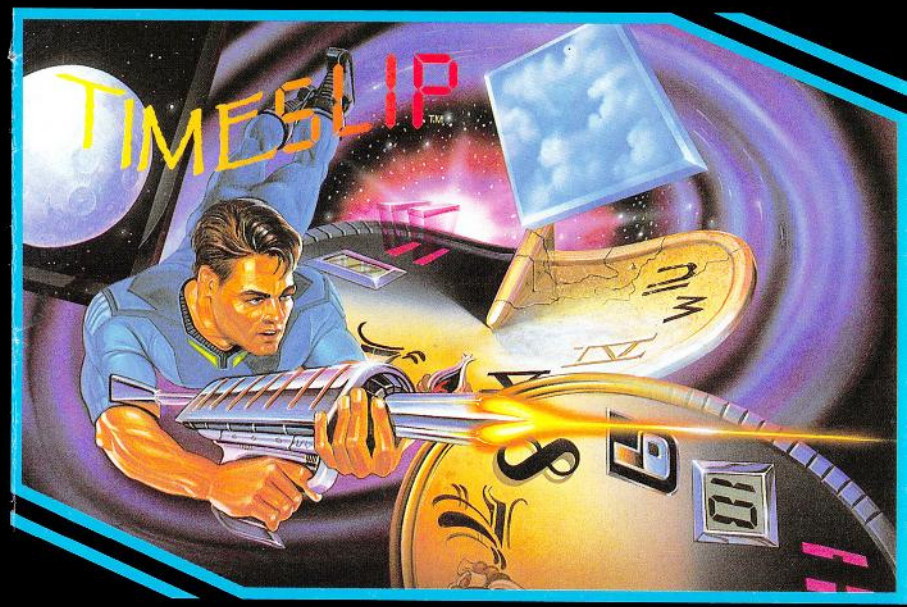
SNS-XT-USA

TIMESLIP™



INSTRUCTION BOOKLET

VIC TOKAI INC.
22904 Lockness Ave., Torrance, CA 90501

PRINTED IN JAPAN

VIC TOKAI

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

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90-DAY LIMITED WARRANTY

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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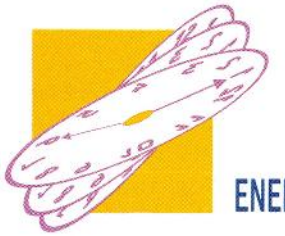

ENEMIES

Unfortunately, the Tirmatians have brainwashed all the various "locals" to attack any intruders. Therefore, don't waste time looking for allies—there aren't any!! Forget asking questions; shoot now and shoot later!! In the meantime, take aim on the following sample of just some of the "beauties" you'll be dealing with:

TIMESLIP™

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INTRODUCTION

THE PLANET TIRMAT

Earth Date: 18.05.2129

Tirmatian astronomers discover a temporal rift in space/time...

Earth Date: 21.11.2130

The astronomers discover that the rift is growing at a geometric rate with Tirmat directly in its path...

Earth Date: 15.01.2132

The Tirmatian exploration vehicle "Torquemada" discovers the nearest inhabitable planet: the Earth...

Earth Date: 29.06.2147

A plan is devised to conquer mankind by travelling back in time and invading the Earth before man's weaponry is advanced enough to retaliate...

Earth Date: 03.09.2147

Invasion forces are dispatched to five different time zones of Earth's history...

forms of vicious enemies, booby traps, and puzzles. You're going to need every ounce of concentration and stamina you can muster!! GOOD LUCK!!

FRAME 4

Target Date: 12.11.39 B.C.
Era: Ancient Rome

FRAME 5

Target Date: 2147
Era: The Recent Past

FRAME 6

Target Date: NOW
Era: Modern Day Tirmat

STAGES

In order to repel the Tirmatian invasion, you will have to successfully complete each of the following stages. As you bounce throughout the time continuum, you'll face countless dangers and challenges in the

FRAME 1

Target Date: 28.01.1059 A.D.
Era: Medieval Britain

FRAME 2

Target Date: 20491 B.C.
Era: The Cretaceous Period

FRAME 3

Target Date: 17.06.47 B.C.
Era: Ancient Egypt

Earth Date: 29.07.2147

Human Intelligence Forces discover the Tirmatian plan...

Their only option is a prototype time travel system...

They have the ability to send just a handful of men against the Tirmatians' entire invading forces...

Earth Date: 03.09.2147

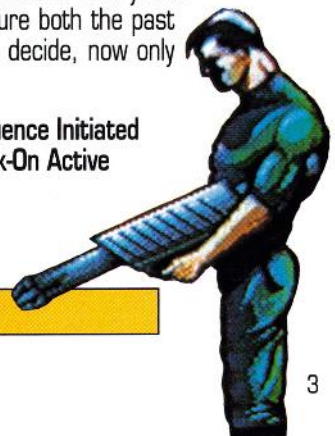
The Tirmatians launch a huge air attack to destroy the time travel base on Earth...

The human assault force is wiped out before it can be sent back in time...

One man is left alive...Dr. Vincent Gilgamesh. He alone is left to face the Tirmatians...

This is it. Do you have what it takes to be a hero? Will you be able to repel the Tirmatian forces and secure both the past and the future of all mankind? Too late to decide, now only time will tell...

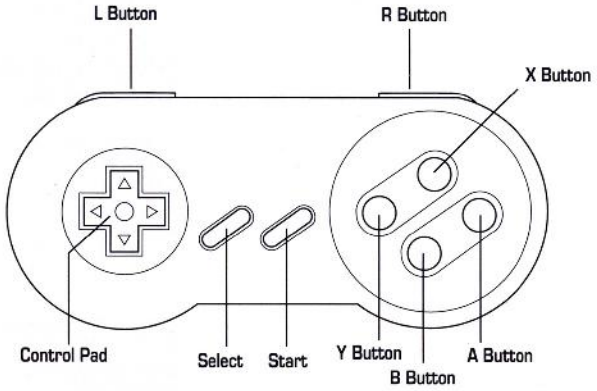
Primary Sequence Initiated
Portal Lock-On Active



EXECUTE!!

TAKING CONTROL

SUPER NES CONTROLLER DIAGRAM



RUNNING

START Button ..... * Begins/Pauses game
SELECT Button ..... * NOT USED
CONTROL PAD ..... * Directs Dr. Gilgamesh
Y Button ..... * Fires normal weapon
B Button ..... * Jumps
A Button ..... * Fires normal weapon without moving. This enables Dr. G to fire in all directions while standing still.
X Button ..... * Fires Special Weapon (when available)
L Button ..... * Selects Special Weapon (when available)
R Button ..... * Selects Special Weapon (when available)

JET-BIKE

CONTROL PAD ..... * Directs Dr. Gilgamesh
Y Button ..... * Fires in same direction as Jet-bike
A Button ..... * Holding locks fire in a set direction

To climb (or attempt to climb):

Use the **CONTROL PAD** + **B** (jump) to jump onto the wall you wish to scale. Once on the wall, press **up** or **down** on the **CONTROL PAD** to ascend/descend. To exit the wall, use the **CONTROL PAD** + **B** to jump off.

Running vs. Fighting

"He who fights and runs away, lives to fight another day."

While destroying things is a great release, your main objective is survival. In some cases, it may not be practical (or possible) to destroy everything in sight. Don't forget that your TGS is constantly decreasing and although you may have picked up every possible crystal, even one unnecessary stop could cause it (and you) to expire!! In order for you to complete your mission, you may want to practice dodging things as well as hitting them.

NOTES

Extra Lives

If you are able to pick up an extra Battery at any time in which your Time Suit Power Meter is fully powered (at 5), the Power Meter will revert back to one and you will be awarded an additional life.

Special Controls

Pressing down on the **CONTROL PAD** will allow you to dodge most enemy fire without leaving the ground. Nevertheless, be sure and watch your feet!!

To fire below you (which is particularly helpful when trying to open shafts), press the **B** Button to jump. Then, while in mid-air, press down on the **CONTROL PAD** + **Y** to fire.

Climbing

If you appear to be stuck at a "dead-end", try scaling the wall. In most cases where climbing is possible, you will see the ends of the ladder rungs running vertically down the edge of the wall. There are times, however, where climbing is possible although no ladder appears.

SPECIAL ITEMS

Before the time travel base was destroyed, members of your crew managed to transport additional helpful items ahead to all of the various time zones. Grab these items whenever possible; in some instances your success will depend on it!!

RUNNING

TIME CRYSTAL
Adds energy to your Temporal Guidance System [TGS]. If you are unable to keep this at a reasonable level, your Time Suit will fail and you will lose one life.

CRATE
Destroying these will allow you access to one of the following items:

BATTERY
Increases your Time Suit Power Meter. If this power runs out, you will lose one life.

SHIELD
Collecting this will immediately create a triangular forcefield, temporarily protecting you from both enemies and enemy fire.

TIME BOMB (TB)
Slows down surrounding action temporarily.

SHOT
Increases your normal firepower.

The following Special Weapons may be stockpiled for later use but will not carry over from one level to the next. You will, however, receive bonus points for any leftovers.

GRENADE (GA)
These can be lobbed to either side and are helpful in hitting enemies in hard to reach places.

BAZOOKA (BZ)
Provides an extra-heavy blast to either side, but it must hit an enemy to be effective.

BUBBLE BURSTER (BB)
Probably the most powerful, this weapon bursts into five "time bubbles" upon contact. These bubbles then spin outward causing damage to everything they hit, in most cases destroying them. Like the Bazooka, it may be fired to either side but must hit an enemy to activate.

To select a Special Weapon for use, press either the L or R Buttons to highlight the desired weapon and press the X Button to fire.

JET-BIKE

During the Jet-bike sequences, you may collect pick-ups as they appear by flying into them. The pick-ups and their functions are as follows:

BATTERY
Increases Time Suit energy (see above).

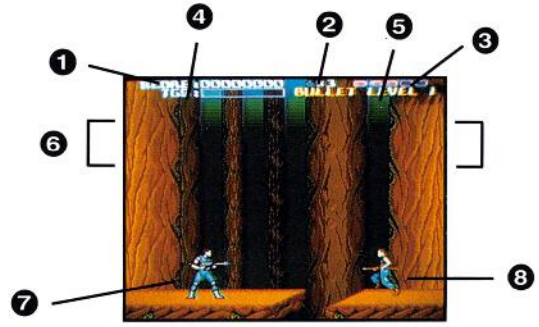
SMART BOMB
Detonates on impact destroying everything on screen.

3-WAY GUN
Increases fire power.

SCORE
Worth 1,000 bonus pts.

Note: Aside from the four items listed above, there are no other special weapons or pick-ups to be found during the Jet-bike sequence(s).

CHECKING YOUR STATUS



❶	**Score**	
❷	**# of lives left**	
❸	**Time Suit Power Meter:**	Picking up Batteries adds power. (See "Special Items")
❹	**Temporal Guidance System:**	Picking up Time Crystals adds energy. (See "Special Items")
❺	**Bullet Level:**	Picking up Shots will increase this (your normal firepower). The maximum level is 4, but each time you lose a life it decreases by 1.
❻	**Special Weapons:**	Each time you pick up a weapon it will be displayed here with its quantity.
❼	**Dr. Gilgamesh**	
❽	**Enemy**	